

COSC 3P98  
Animation Project

**Don't Drink And Drive.**

By: Eddie Yip  
SN: 1948025  
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## ***Introduction:***

No matter how good you can drive, don't drink and drive! I have numbers of friend who involved accidents in the past years, some of them are alcohol related, and some of them are only pleasure to be an aggressive driver. I eventually also an aggressive driver, but I never drink and drive, I know that concentration is very important while you are driving and also all accidents are happened when the driver are careless or not paying attention on the road, even drink and drive. Therefore I decided to employ a drink and drive message into my animation project, simulate an accident and the result of it.

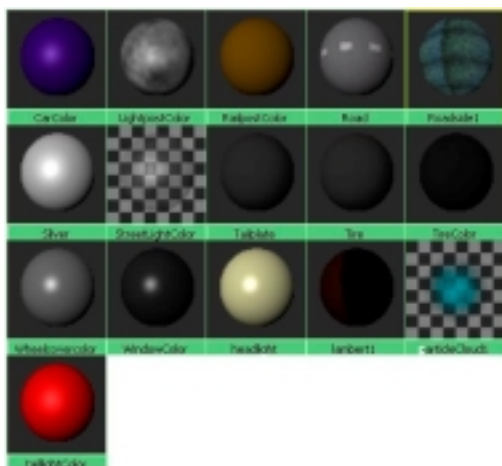
## ***The Idea:***

Half years ago, when I was watching an Japanese anime called "Initial-D", this is about a young boy who working part time with his parent's tofu shop, using his father's delivery car, race himself while he is doing a delivery. His father was a very famous racer back in his young age and he wanted his son to become a good driver. Therefore, every time when his son needs to do a delivery, he will put a glass of water in the car and ask to deliver tofu as fast as he can without spilling the water, this is how the young boy was trained. The most famous part of this anime was the young boy who can do a "Drift" turning while he is entering a corner without loosing any speed. You can see this technique in most of the rally championship or even you can try it the game called "Grand Toursmo 2" on playstation. Moreover, the most interesting part of this Japanese anime is they combined 3D animation with cartoon character just like the "Spawn" and the new "Batman and Robin" cartoon series. When there is a scene involving cars, the car is 3D animated, the detail of the car was very real and this is the main idea of doing this animation project.

## ***The Scene:***

There are two main scenes involving this animation, first is the car speed up into a certain velocity then entering a corner with the "Drifting" technique, exit the corner and head straight on the road. In the second scene is to crash the car, in the scene, the car will first hit a barrier on the road, and the car will fly in the air, flip and finally, hit the ground up-side down.

## ***The preparation:***



Before I begin the project, I took some pictures from my car, the road, and roadside item like: Light post, railings and sidewalks. This will enhance the realist of the model.

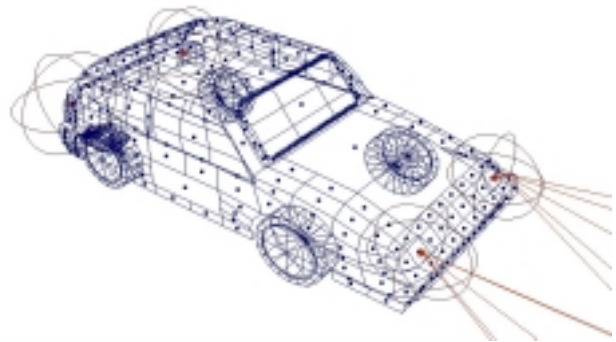
## The works:

### CAR -

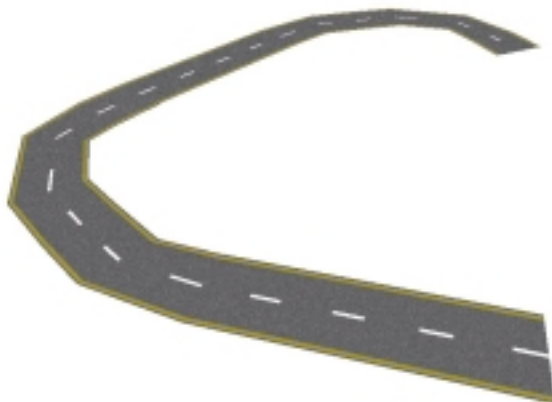


To model the car, I choose to use polygon as the chassis, nurbs as other car parts like tire, head lamps, windows. Projecting lights are also attached to simulate the head and tail lights, in the case of car breaking; the break light will increase its intensity in order to simulate the light on effect. Headlights are combined with “light grow” function to simulate a star shape light shining off from the headlamps. Wheels are independent, when the car is entering

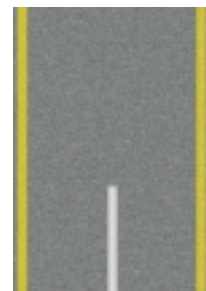
corner, the wheels will turn and bounce to simulate the suspension movement. Reflective surface by using phong material is applied to the body of the car.



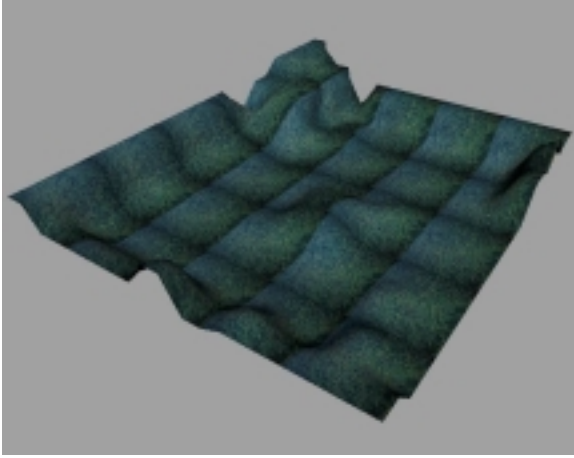
### ROAD –



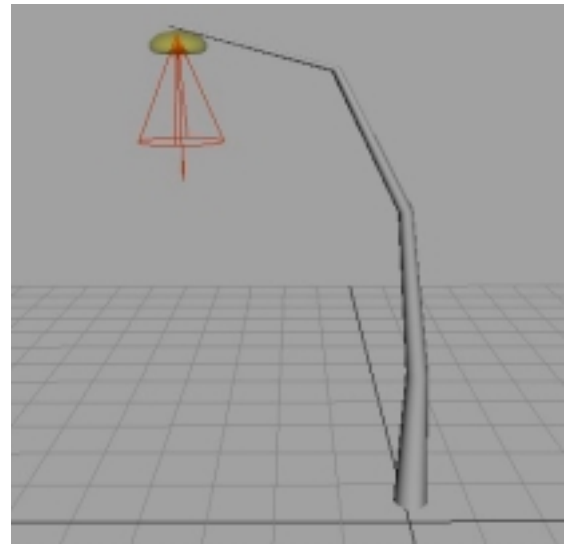
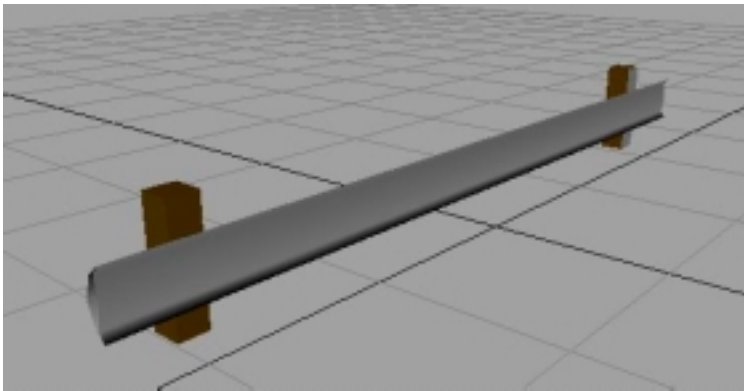
The road is simply a polygon plane with a texture mapping on the surface, the texture is created by using Adobe Photo Shop 6.0, converted into jpeg format and lay it on the polygon plane.



## SCENE –



The scene is also a morphed polygon plane with smooth effect, by applying a “tree” like texture onto the surface of the plane, it gives a realistic look of an uneven ground with hills and trees on top. The Sky is a very large-scale sphere polygon, the idea is to make a 360-degree view of the scenery, with attaching a “sunset” bitmap, and it created a very nice background and color. Other roadside objects are including railing and light post. Railing and light post are created with multiple nurbs.



***The Team:***

I originally have one partner joined for the animation project, sadly he dropped after the midterm and therefore I become the only member of the production.

***The Time:***

This project consumed 90% of my holidays, approximately one and a half months to complete.

***The Hardware:***

This project is created by home computer, Pentium III 350 Mhz CPU, 256 Megabyte Ram, 20 gigabytes UDMA-66 hard drive, ATI expert 98 with 8 Megabyte of Ram and a nice 19 inch monitor.

***The Software:***

Software titles are Alias Maya 3.0 PC version, Windows 2000 Workstation, Adobe Photo Shop 6.0 and Adobe Premiere 5.1.

***Contact:***

Name: Eddie Yip

E-mail: [ey97ab@sandcastle.cosc.brocku.ca](mailto:ey97ab@sandcastle.cosc.brocku.ca)

Brock University – Computer Science